

APPENDIX  
(Showing How the Drawings and  
Claims 1, 44, and 91 Have Been Amended)

In the Claims

1. (Twice Amended) A method for submitting electronic wagers on races that are to be run to computer equipment over a communications network using an interactive wagering application that is implemented using in-home user equipment and at least one wireless portable computing device with a display that is in two-way wireless communications with the in-home user equipment, comprising:

providing a user at the wireless portable computing device with on-screen options on the display of the wireless portable computing device that allow the user to create a wager for a given race to be run, wherein the on-screen options are based at least in part on information received over a wireless communications path between the wireless portable computing device and the in-home user equipment, and wherein the information is based at least in part on racing data received by the in-home user equipment from the communications network; and

allowing the user to wirelessly transmit the wager from the wireless portable computing device to the in-

home user equipment over [a] the wireless communications path when it is desired to submit the wager for processing; and  
transmitting the wager from the in-home user equipment to the computer equipment over the communications network for processing.

44. (Twice Amended) An interactive wagering system that provides a user with an opportunity to submit electronic wagers on races that are to be run to computer equipment over a communications network using an interactive wagering application, comprising:

in-home user equipment; and

at least one wireless portable computing device with a display that is in two-way wireless communication with the in-home user equipment, wherein the in-home user equipment and the wireless portable computing device are configured to:

provide the user with on-screen options on the display of the wireless portable computing device that allow the user to create a wager for a given race to be run, wherein the on-screen options are based at least in part on information received over a wireless communications path between the wireless portable computing device and the in-home user equipment, and wherein the information is based at

least in part on racing data received by the in-home user equipment from the communications network; and

allow the user to wirelessly transmit the wager from the wireless portable computing device to the in-home user equipment over [a] the wireless communications path when it is desired to submit the wager for processing; and

transmit the wager from the in-home user equipment to the computer equipment over the communications network for processing.

91. (Amended) A computer readable medium encoded with machine-readable instructions for use in submitting electronic wagers on races that are to be run to computer equipment over a communications network using an interactive wagering application that is implemented using in-home user equipment and at least one wireless portable computing device with a display that is in two-way wireless communications with the in-home user equipment, the machine-readable instructions comprising:

providing a user at the wireless portable computing device with on-screen options on the display of the wireless portable computing device that allow the user to create a wager for a given race to be run, wherein the on-screen options are based at least in part on information

received over a wireless communications path between the  
wireless portable computing device and the in-home user  
equipment, and wherein the information is based at least in  
part on racing data received by the in-home user equipment  
from the communications network; and

allowing the user to wirelessly transmit the  
wager from the wireless portable computing device to the in-  
home user equipment over [a] the wireless communications path  
when it is desired to submit the wager for processing; and

transmitting the wager from the in-home user  
equipment to the computer equipment over the communications  
network for processing.